

Recycle

Beginning every other week (EOW) on October 9, 2013, continue to reduce the amount of waste going to the landfill by recycling as many items as possible in the larger 95 gallon roll cart labeled for recycling.

Recycle these items:

- Containers and Paper
- Plastic Bottles, Buckets, Tubs & Containers #1 through #7
- Phone & Paperback Books, Junk Mail, Magazines, Catalogs, Newspapers & Inserts, Office Paper, File Folders & Paper Bags
- Pizza Boxes, Food Boxes, Paper Milk Cartons, Cardboard (flatten all boxes)
- Clear, Green and Brown Glass Jars and Bottles
- Aluminum Containers, Metal Containers, Empty Aerosol Containers

DO NOT place any of these items in garbage or recycling roll carts:

- Batteries
- Motor Oil
- Oil Filters
- Cooking Oil
- Paints
- Chemicals & Solvents
- Electronics
- Oil Filters
- Hazardous Materials

Take these items to a Beaufort County Convenience Center. Visit

www.bcgov.net/recycle to find a list of all items accepted at the Convenience Center.

Find dates and locations for Special Collection Events at www.bcgov.net/recycle



REDUCE

the amount of waste you produce.

REUSE

items or give them away.

RECYCLE

and compost as much as possible.

MAKE IT A HABIT!



Starting September 30, 2013

Waste Pro will begin providing **Curbside Solid Waste Collection Service for the Town of Port Royal Residents and Small Commercial Businesses using Automatic Side Load Equipment!**

New 95 gallon roll cart(s) for garbage will be distributed the last week of September (9/23/13 - 9/28/13). Your current garbage roll cart will be re-labeled for recyclable items at that time. Recycle service will change to every other week (EOW) service. Wednesday will continue as your recycle service day (EOW). The first service day for your recycle roll cart will be on **Wednesday, October 9, 2013**. You may keep the old 18 gallon bin. If you do not want to keep your old, empty 18 gallon recycle bin(s) for recyclables, place the **empty bin(s)** on the curb for removal on **Wednesday, October 2, 2013**.